

<div><div>Agadeem's Awakening</div><div><div>X</div><div>B</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</div> <div>----- BACK FACE -----</div> <div><div>Agadeem, the Undercrypt</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Agadeem's Awakening</div><div><div>X</div><div>B</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</div> <div>----- BACK FACE -----</div> <div><div>Agadeem, the Undercrypt</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Agadeem's Awakening</div><div><div>X</div><div>B</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</div> <div>----- BACK FACE -----</div> <div><div>Agadeem, the Undercrypt</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Agadeem's Awakening</div><div><div>X</div><div>B</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</div> <div>----- BACK FACE -----</div> <div><div>Agadeem, the Undercrypt</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Balustrade Spy</div><div><div>3</div><div>B</div></div></div> <div>Creature -- Vampire Rogue</div> <div>Flying When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Balustrade Spy</div><div><div>3</div><div>B</div></div></div> <div>Creature -- Vampire Rogue</div> <div>Flying When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Balustrade Spy</div><div><div>3</div><div>B</div></div></div> <div>Creature -- Vampire Rogue</div> <div>Flying When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Balustrade Spy</div><div><div>3</div><div>B</div></div></div> <div>Creature -- Vampire Rogue</div> <div>Flying When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Playtest cards - _BOI_ - Legacy (Legacy Challenge 64) sheet 2/10 - 8 cards - 2.5 x 3.5 in each
CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;
horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

<div><div>Chrome Mox</div><div>Artifact</div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Culling the Weak</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Add {B}{B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Culling the Weak</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Add {B}{B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Culling the Weak</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Add {B}{B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Dark Ritual</div><div><div>B</div></div></div> <div><div>Instant</div><div>Add {B}{B}{B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Dread Return</div><div><div>2</div><div>B</div><div>B</div></div></div> <div><div>Sorcery</div><div>Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Entomb</div><div><div>B</div></div></div> <div><div>Instant</div><div>Search your library for a card, put that card into your graveyard, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Entomb</div><div><div>B</div></div></div> <div><div>Instant</div><div>Search your library for a card, put that card into your graveyard, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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Playtest cards - _BOI_ - Legacy (Legacy Challenge 64) sheet 6/10 - 8 cards - 2.5 x 3.5 in each
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horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

①

Counter target spell.
At the beginning of your next
upkeep, pay {3}{U}{U}. If you don't,
you lose the game.

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①

Counter target spell.
At the beginning of your next
upkeep, pay {3}{U}{U}. If you don't,
you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.

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B

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UU

When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)

1/3

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2 B

{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Undercity Informer</div><div><div>2</div><div>B</div></div></div><div><div>Creature -- Human Rogue</div><div><div>{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</div></div></div><div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Undercity Informer</div><div><div>2</div><div>B</div></div></div><div><div>Creature -- Human Rogue</div><div><div>{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</div></div></div><div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Undercity Informer</div><div><div>2</div><div>B</div></div></div><div><div>Creature -- Human Rogue</div><div><div>{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</div></div></div><div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Unmask</div><div><div>3</div><div>B</div></div></div><div><div>Sorcery</div><div><div>You may exile a black card from your hand rather than pay this spell's mana cost. Target player reveals their hand. You choose a nonland card from it. That player discards that card.</div></div></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Feed the Swarm</div><div><div>1</div><div>B</div></div></div><div><div>Sorcery</div><div><div>Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.</div></div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Feed the Swarm</div><div><div>1</div><div>B</div></div></div><div><div>Sorcery</div><div><div>Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.</div></div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Feed the Swarm</div><div><div>1</div><div>B</div></div></div><div><div>Sorcery</div><div><div>Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.</div></div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Feed the Swarm</div><div><div>1</div><div>B</div></div></div><div><div>Sorcery</div><div><div>Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.</div></div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

Goblin Charbelcher ④ Artifact {3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Charbelcher ④ Artifact {3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Charbelcher ④ Artifact {3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Charbelcher ④ Artifact {3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Leyline of Sanctity ②④④ Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Sanctity ②④④ Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Sanctity ②④④ Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lion's Eye Diamond ⑥ Artifact Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑨

Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

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